

ABSTRACT

The picture drawing method is

A picture drawing or method used in a graphics computer,
 a special effect device or a video game machine. ~~For generating~~
data required for picture drawing is generated
~~data required for picture drawing~~ by pre-processing by a pre-processor 32 based on a drawing command for drawing a picture model defined by the combination of unit figures, and ~~generating~~
is generated
 pixel data on the unit figure basis by texture mapping based on the generated data for drawing a picture on a frame buffer 18.
 The texture data required by a drawing engine 33 is transferred in the pre-processing stage from a texture area on the frame buffer 18 to a texture cache 33F, and the pre-processor 32 and the drawing engine 33 are operated in pipelining. This enables texture mapping or MIP mapping without halting the picture drawing means, while reducing the number of times of texture memory accessing and the ~~accessing~~ *accessed* time for raising the overall picture drawing speed.

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